

Fig. 1

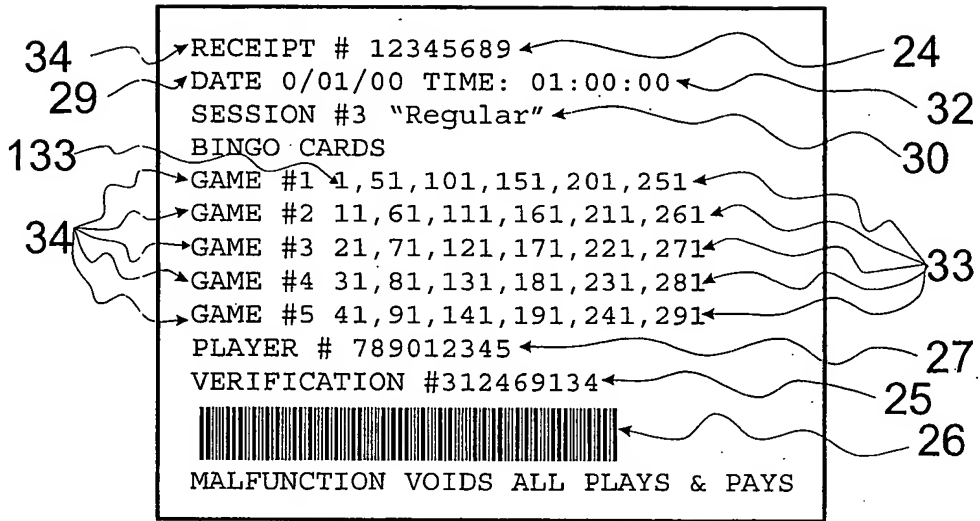


Fig. 2

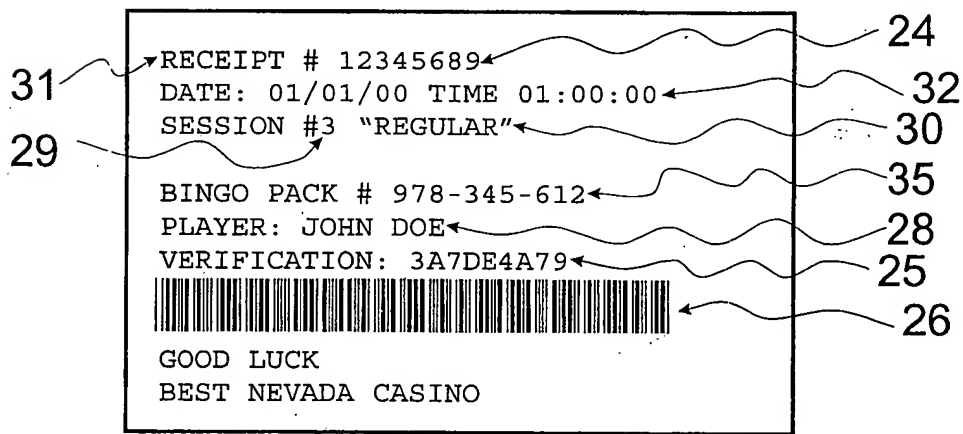


Fig. 3

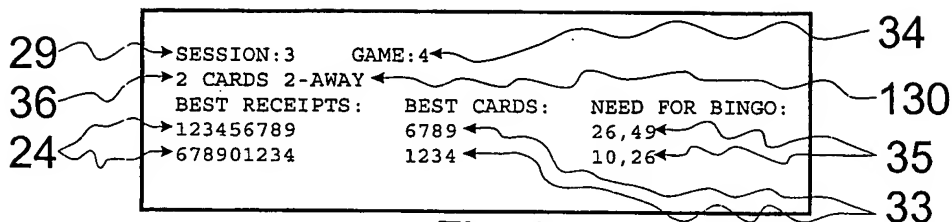


Fig. 4

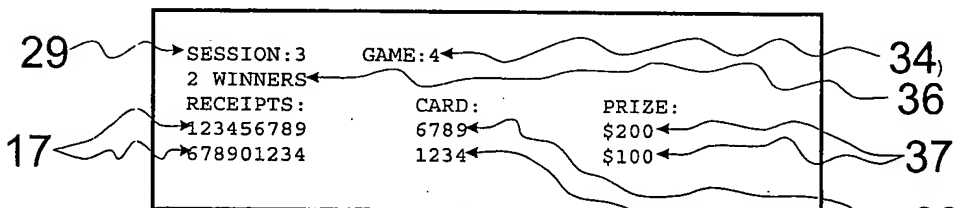


Fig. 5

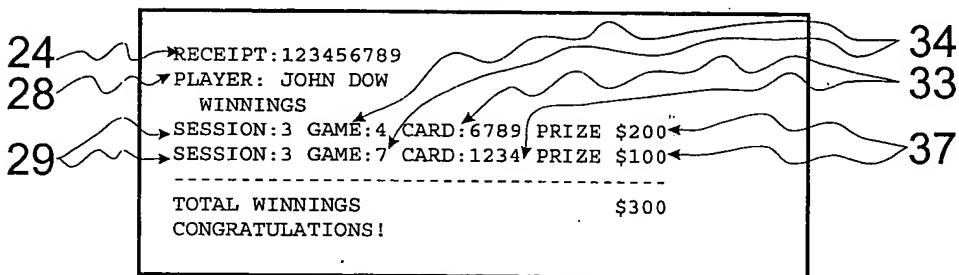


Fig. 6

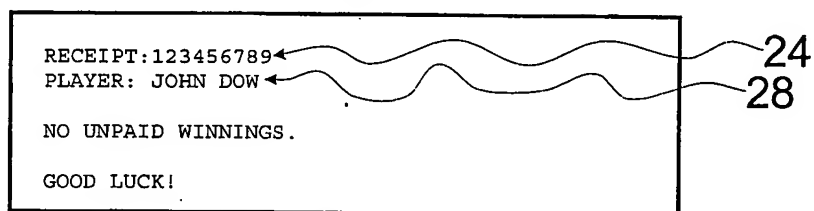


Fig. 7

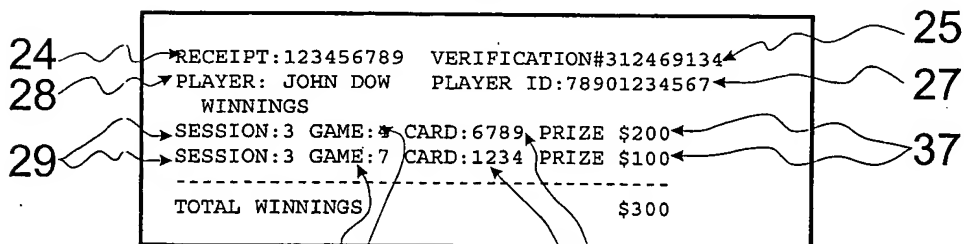
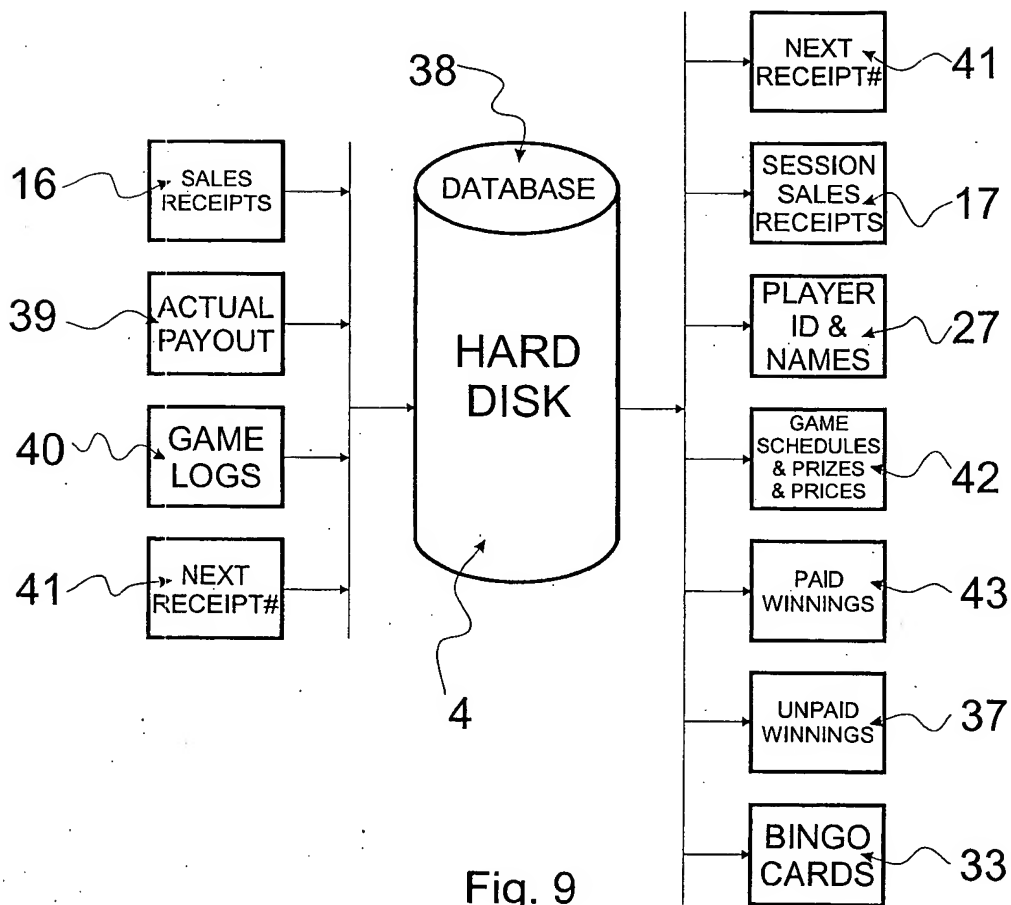


Fig. 8

34 33

# DATABASE INFORMATION FLOW



# CASHIER POS MAIN TASK

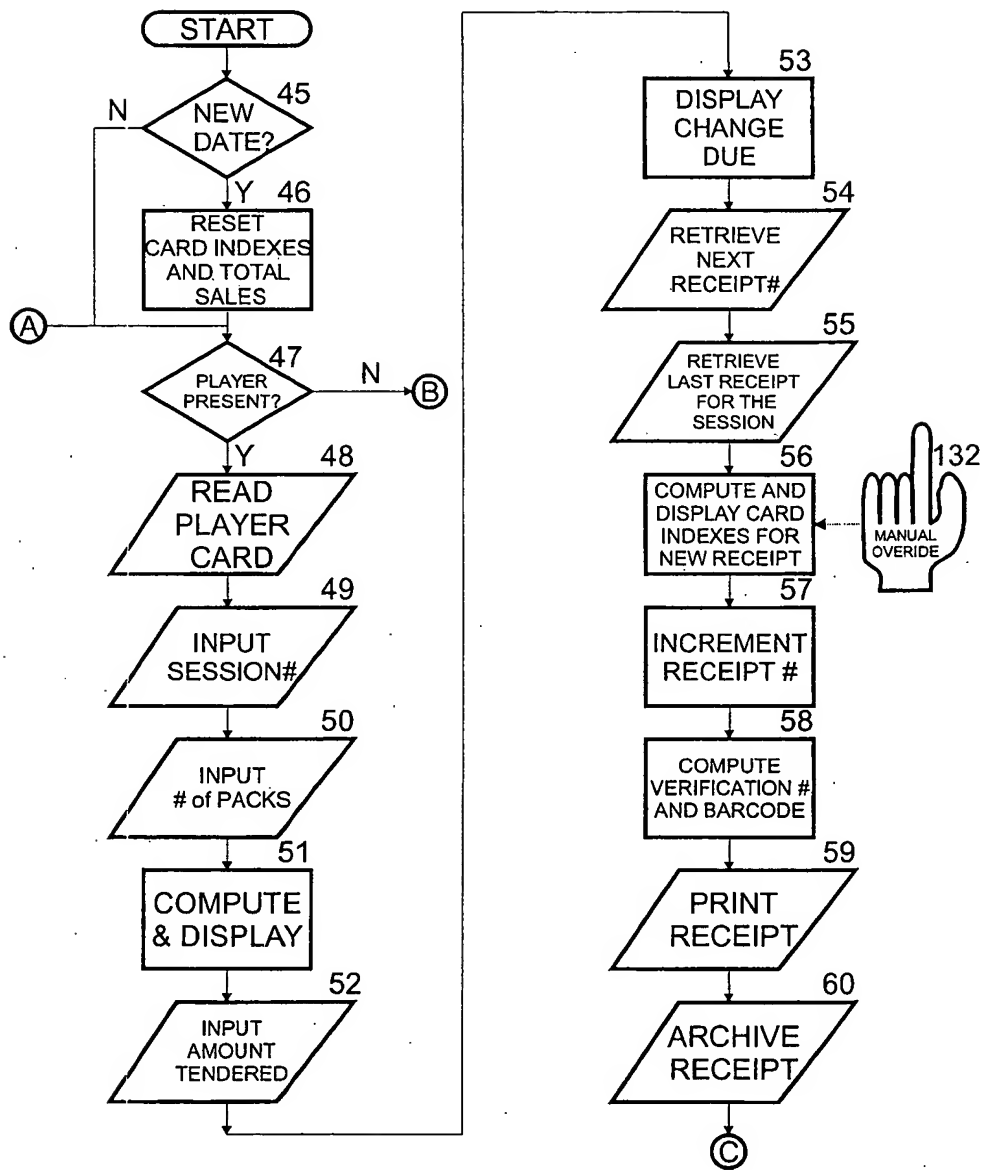


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# CASHIER POS MAIN TASK

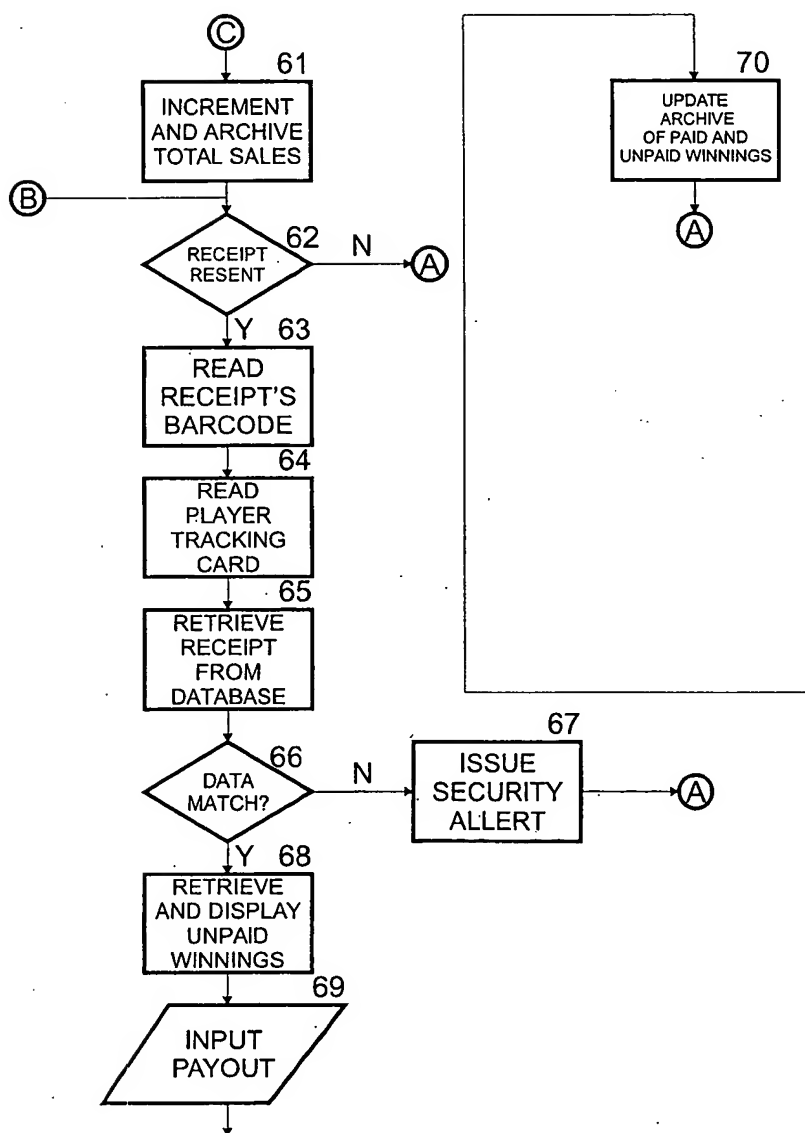


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## BINGO CALLER MAIN TASK

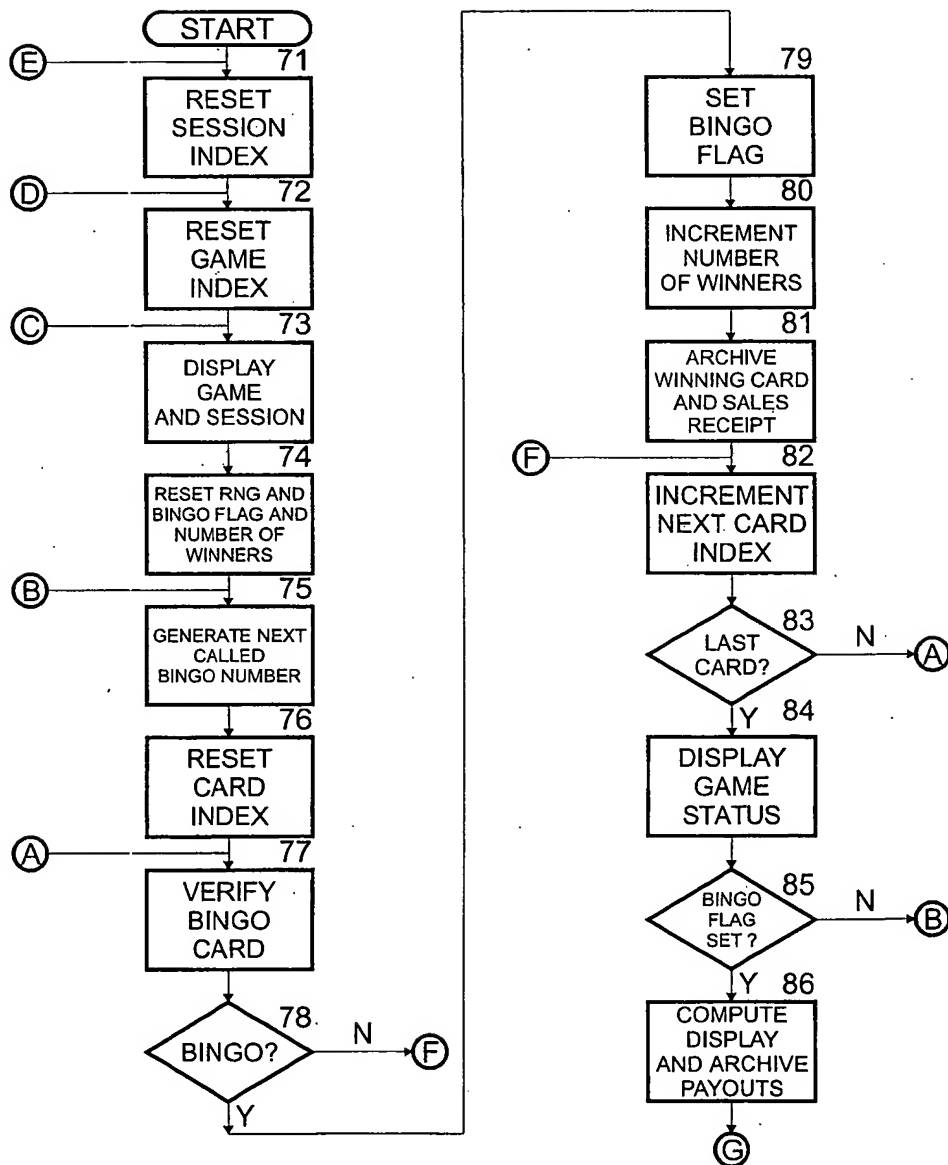


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## BINGO CALLER MAIN TASK

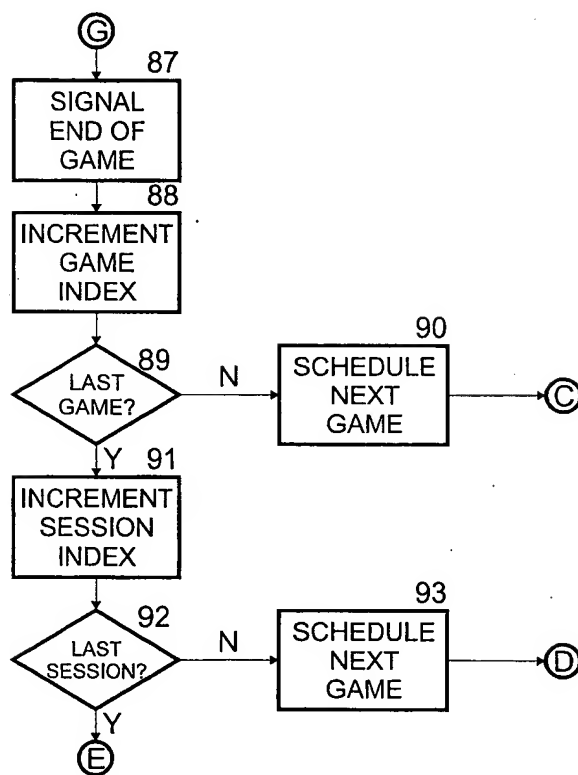


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# GENERATE CALLED BINGO NUMBER ROUTINE (RANDOM NUMBER GENERATOR VERSION)

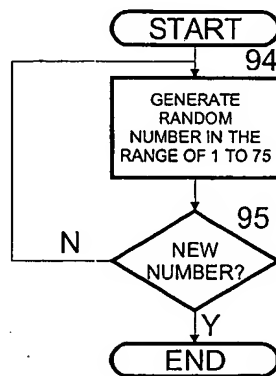


Fig. 12

# GENERATE CALLED BINGO NUMBER ROUTINE (BALL HOPPER VERSION)

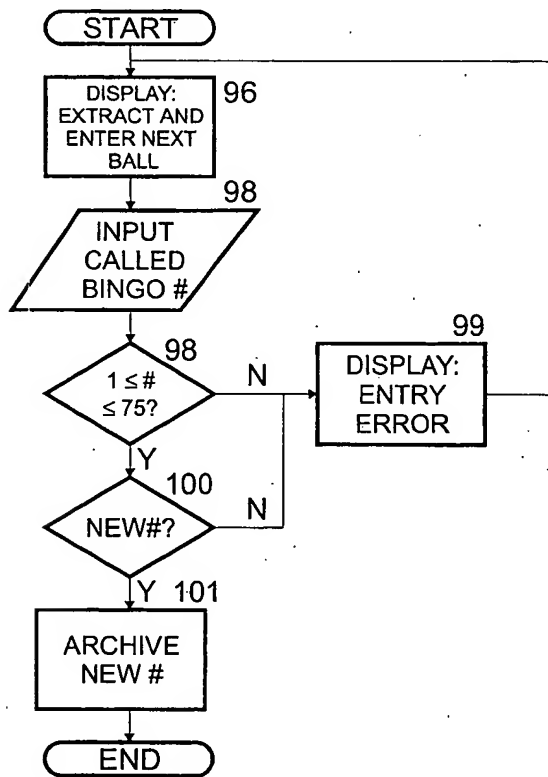


Fig. 13

# VERIFY CARD ROUTINE

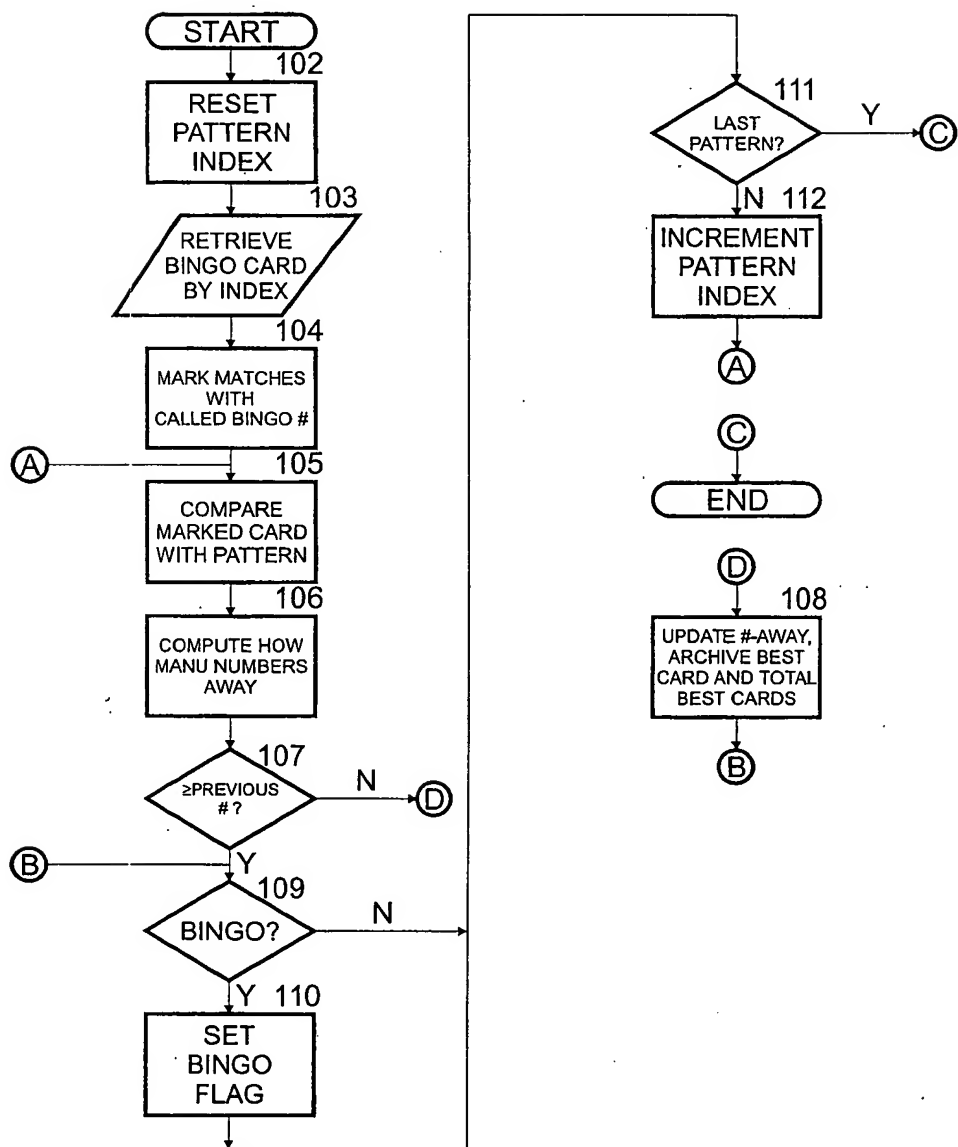


Fig. 14

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## COMPUTE PAYOUTS ROUTINE

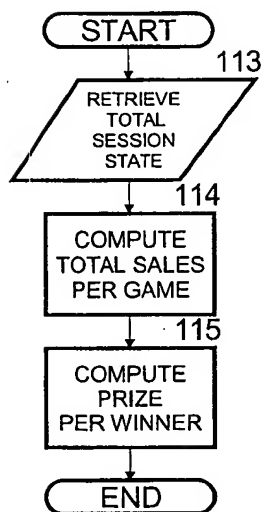


Fig. 15

10042004-10042004

## SCHEDULE NEXT GAME ROUTINE

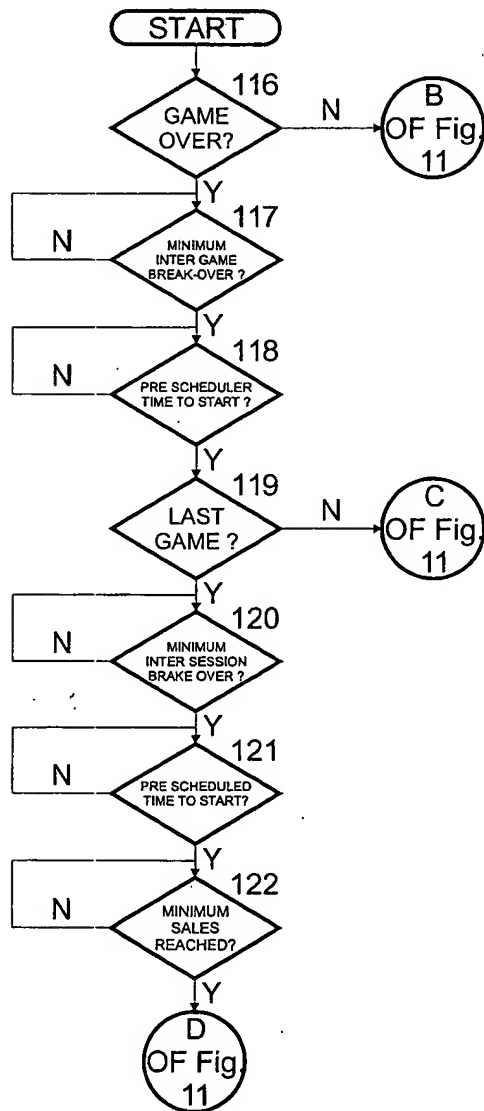


Fig. 16

10042004-101901

## SELF-SERVICE POS MAIN TASK

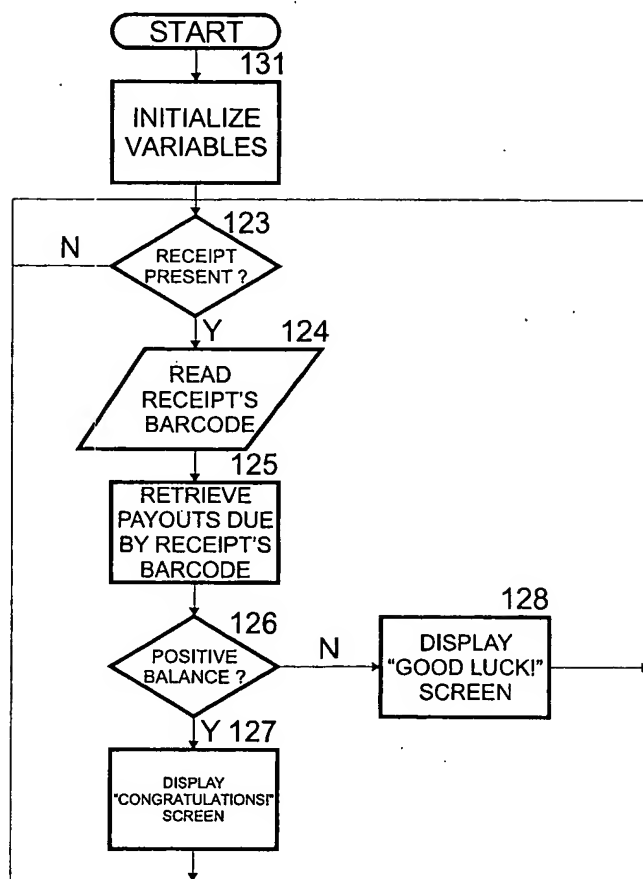


Fig. 17